



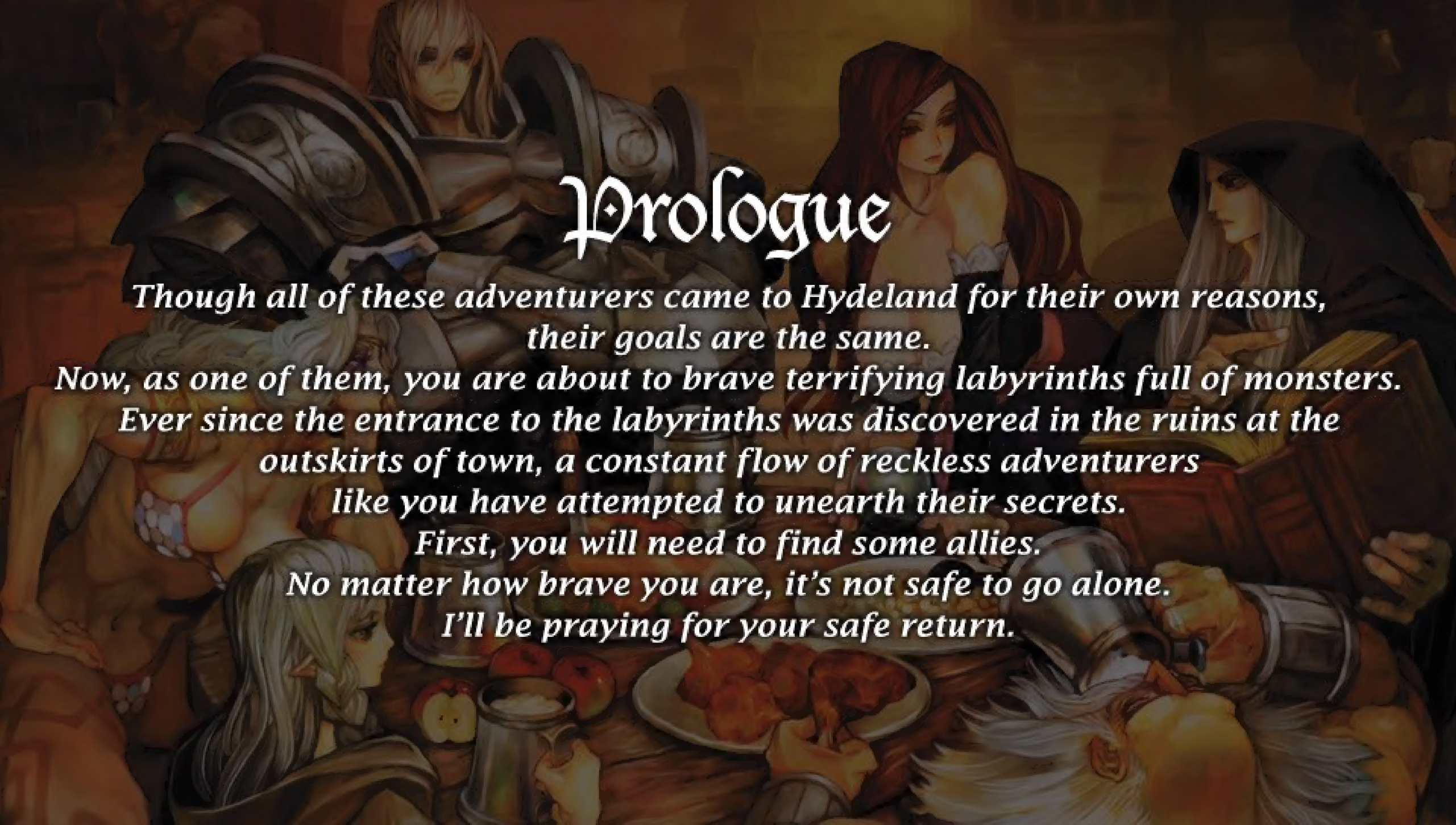
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Instruction Manual



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Prologue

*Though all of these adventurers came to Hydeland for their own reasons,
their goals are the same.*

*Now, as one of them, you are about to brave terrifying labyrinths full of monsters.
Ever since the entrance to the labyrinths was discovered in the ruins at the
outskirts of town, a constant flow of reckless adventurers
like you have attempted to unearth their secrets.*

*First, you will need to find some allies.
No matter how brave you are, it's not safe to go alone.
I'll be praying for your safe return.*

Basic controls/operation

04

Controls differ by class. Class-specific controls will be explained from Pg. 5 onward.

L button

- ▶ Click on items with the finger pointer
- ▶ Confirm
- ▶ Tell Rannie to unlock something (treasure chests, doors)

Directional buttons

- ▶ ←→ - Choose item slot
- ▶ ↓ - Use selected item

Left stick

- ▶ Move character
- ▶ Move cursor on menus

Screen (touch screen)

- ▶ Move finger cursor, click

SELECT button

- ▶ Display town map

START button

- ▶ Display the Start menu

R button

- ▶ Evade

□ button

- ▶ Various attacks

△ button

- ▶ Pick up/Discard items
- ▶ Mount/Dismount steed

○ button

- ▶ Cancel, various attacks

× button

- ▶ Confirm, jump

Right stick

- ▶ Move finger cursor



Character Classes

05

The Fighter is a formidable combat expert. He wears a full suit of plate armor and carries a sturdy shield into battle. The Fighter has the highest defense of all classes, and with his shield he can protect other party members as well. While his one-handed weapon is lacking in reach, it makes up for this in speed, cutting through surrounding enemies like a tornado.

Individual commands:

<input type="checkbox"/> button	Sword attack (combos possible with repeated presses)
Hold <input type="checkbox"/> button	Shield guard
× button	Jump
○ button	Power Smash
<input type="button" value="R"/> button	Evade
Dash+ <input type="checkbox"/> button	Dash attack
↑+ <input type="checkbox"/> button	Anti-air attack
<input type="checkbox"/> button in the air	Aerial attack
In the air, ↑+ <input type="checkbox"/> button	Aerial upwards attack
In the air, ↓+ <input type="checkbox"/> button	Falling attack




Fighter

The Amazon is a strong female warrior who knows no fear, and uses two-handed weapons to lay waste to her foes. Her massive axe deals damage over a wide area, cutting a swath through the battlefield. Amazon warriors eschew bulky armor in order to stay light on their feet, as they also use their devastating kick attacks to great effect.

Individual commands:

□ button	Axe attack
Hold □ button	Guard
× button	Jump
○ button	Power Smash
■ R button	Evade
Dash+□ button	Dash attack
↑+□ button	Anti-air attack
□ button in the air	Aerial attack
In the air, ↑+□ button	Aerial upwards attack
In the air, ↓+□ button	Falling attack

An Amazon warrior with long, flowing blonde hair, wearing an orange and black tribal-style outfit with geometric patterns. She is holding a large, ornate double-bladed axe over her shoulder. The background is a dark, forested area with stone ruins.

Amazon

Dwarf

The Dwarf is a short, stout warrior. What he lacks in stature, he makes up for in muscle mass. The blood pulsing through his veins may be the only indication that his physique is not, in fact, hewn from stone. The Dwarf uses his strength and low center of gravity in order to lift and throw his foes or whatever else he can find nearby.




Individual commands:

□ button	Axe attack
Hold □ button	Pump attack (temporarily enhance stats)
× button	Jump
○ button	Power Smash
R button	Evade
Dash+□ button	Dash attack
↑+□ button	Grab
(Grab) □ button	Throw
(Grab) ↑+□ button	Throw upwards
(Grab) □ button in the air	Midair throw
In the air, □ button	Body Press
In the air, ↑+□ button	Air grab
(Air grab) □ button	Throw in the air
(Air grab) ↓+□ button	Smash down

Individual commands:

□ button	Hand-to-hand attack
× button	Jump
○ button	Loose arrow
Hold ○ button	Charge shot
■ R button	Evade
Dash+□ button	Dash attack
←→+○ button	Dash bow and arrow attack
↑+□ button	Hand-to-hand anti-aerial attack
In the air, □ button	Aerial hand-to-hand attack
In the air, ↑+□ button	Aerial hand-to-hand attack up
In the air, ↓+□ button	Hand-to-hand smash attack
↑+○ button	Upwards shot
↑+ hold ○ button	Upwards charge shot
In the air, ○ button	Aerial bow and arrow attack
In the air, hold ○ button	Aerial charge shot
In the air, ↑+○ button	Aerial horizontal bow and arrow attack
In the air, ↑+ hold ○ button	In the air, sideways horizontal charge shot




Elf

The Elf is a formidable archer, utilizing her gifted sight and hearing to loose arrows with superhuman accuracy. Unfortunately, if attacked up close, her naturally slight build means that enemies can make short work of her. So long as she keeps her distance, she's as deadly as they come.

Individual commands:

<input type="checkbox"/> button	Magic Shot
Hold <input type="checkbox"/> button	Recover MP
× button	Jump
○ button	Lesser magic
Hold ○ button	Major magic
R button	Teleport
↑+ <input type="checkbox"/> button	Anti-air attack
In the air, <input type="checkbox"/> button	Aerial Magic Shot
In the air, hold <input type="checkbox"/> button	Magic missile
↑+○ button	Anti-air magic
↓+○ button	Ground magic
In the air, ○ button	Lesser aerial magic
In the air, hold ○ button	Major aerial magic
In the air, ↑+○ button	Aerial horizontal magic



Wizard

The Wizard is a magician who has mastered many spells. Any well-formed party of adventurers will contain a Wizard, as their spells can easily turn the tide of a battle. He is unlikely to emerge victorious in a battle of brawn, but his offensive magic is second to none.

Individual commands:

<input type="checkbox"/> button	Magic Shot
Hold <input type="checkbox"/> button	Recover MP
× button	Jump
○ button	Lesser magic
Hold ○ button	Major magic
R button	Teleport
↑+ <input type="checkbox"/> button	Anti-air attack
In the air, <input type="checkbox"/> button	Aerial Magic Shot
In the air, hold <input type="checkbox"/> button	Magic missile
↑+○ button	Anti-air magic
↓+○ button	Ground magic
In the air, ○ button	Lesser aerial magic
In the air, hold ○ button	Major aerial magic
In the air, ↑+○ button	Aerial horizontal magic

Sorceress

The Sorceress is a mighty black magic expert. While she is lacking in physical strength, her magic abilities are quite formidable, and she is more than capable of cutting down scores of enemies singlehandedly. She can summon skeletons to fight at her side, turn enemies into frogs, and even create food for the party. A party which does not make use of the Sorceress' support abilities is rarely a successful party.



Title Menu

11

Press the X button at the title screen to display the title menu.

Start Game

Select save data and begin the game. When starting a new game, select a save file to use.

Upload Save Data

Upload Save Data – Sign in to PlayStation®Network to upload your save data to the server. Uploaded data can be shared between the PS Vita and PlayStation®3 versions of the game.

Download Save Data

Download Save Data – Sign in to PlayStation®Network to download save data from the server. To download data, you must use the same online ID you used to upload the data.

Saving game data

You can save game data at the Dragon's Haven Inn (P. 25). Also, the game will autosave at certain intervals, such as when you return from an adventure.

Options

You can change various settings such as sound and the narrator voice.

Gallery

You can view the artwork you have acquired in the game. You can also view gallery art from the Adventurers Guild (P. 32) in town.

PlayStation®Store

When you connect to the PlayStation®Network, you can buy downloadable content from the PlayStation®Store.

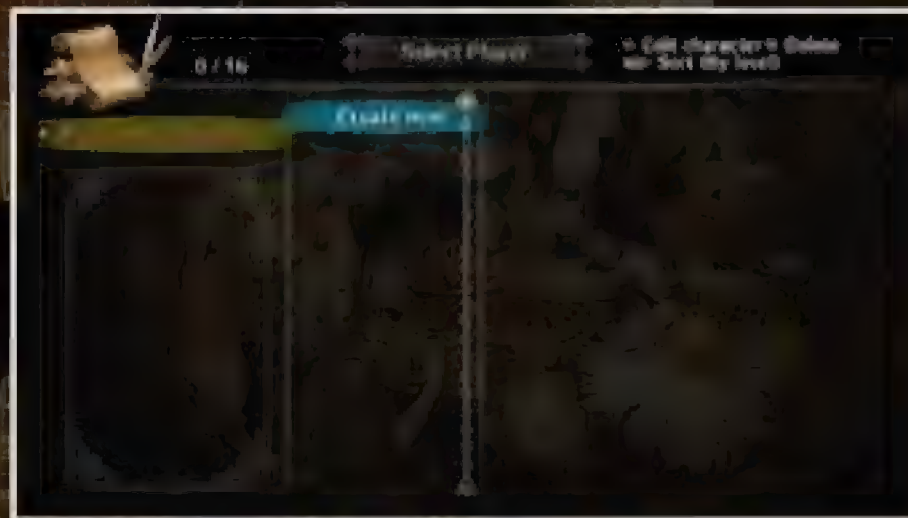
Character Creation

13

You can create characters through the "Select Player" menu in the Dragon's Haven Inn. You can create up to 16 characters in one save file.

Select Player

Select the "Create new" option in the character list to create a new character. You can edit a previously made character by moving the cursor to that name and pressing the Δ button. You can delete a character on the list by pressing the \square button.



Choose Class

Choose a desired character class for your character. A character's class cannot be changed once the character has been created.

Character Details

You can assign names and voices as well as various messages to display during multiplayer mode. These elements may be changed later.

[Edit name]

Enter the character's name. You may use up to eight letters. Once you're done entering your name, press the START button to confirm it.

× button	Enter	○ button	Back
□ button	Delete	SELECT button	Edit type
△ button	Change case	START button	Confirm

Edit Type

This option allows you to change the typeface for selected letters to customize them to your personal preferences.



◆ Messages

You can edit the messages that your character will utter in a number of situations.

<Greeting message>

This message will be displayed when you encounter other players in town and in dungeons.

<Selection message>

This will be displayed when selecting teammates/allies in the Dragon's Haven Inn.

<Resurrection message>

This will be displayed when this character is resurrected at Canaan Temple.

<Dying message>

This message will be displayed next to this character's bones in dungeons.



Start Menu

16

Once you have progressed to a certain point in the game, the Start Menu will become available.

Equipment and Items

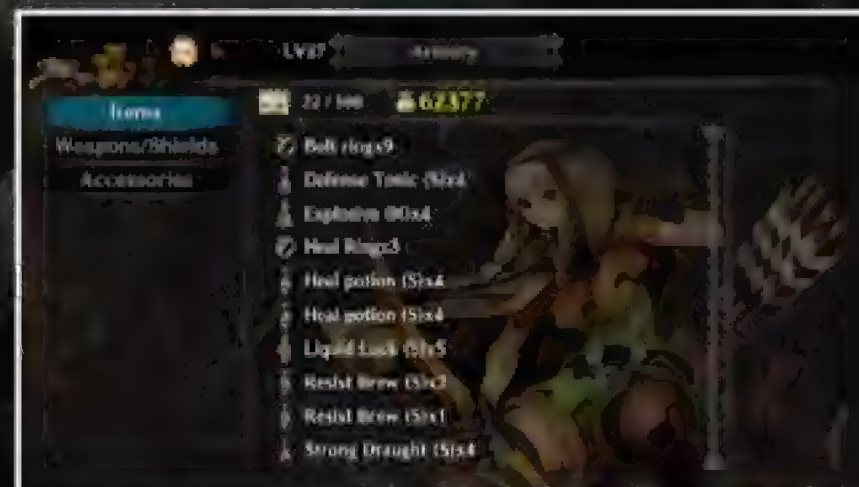
Set your character's equipment and items. Once you decide what you'd like to change, select the item from the list to complete the swap.

- 1 This is the bag you are currently using. You will not have access to all your equipment when on excursions into dungeons. Managing multiple bags will allow you to have different equipment sets for different situations. You will be able to purchase new bags as the game progresses.
- 2 These are your equipment slots. One item can be placed in each slot. Two items of the same category (helmets, weapons, etc.) cannot be equipped at the same time.
- 3 Detailed information on the selected items will be displayed here.



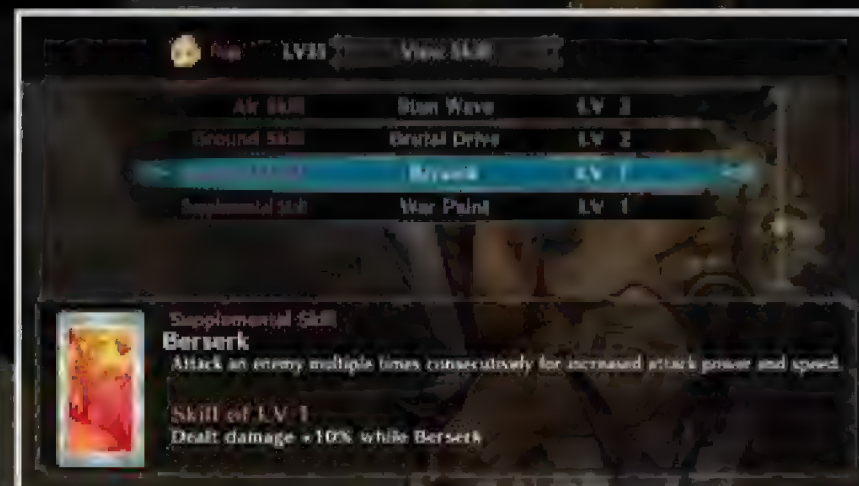
Armory

You can review the items you own here. Select the different item types by tilting the left stick ◀▶. Press the SELECT button to sort items.



Check skills

You can view a list of your acquired skills. New skills can be learned at the Adventurers Guild (P. 32).



Stats

This menu will show you a detailed breakdown of a character's statistics.



- 1 Current level
- 2 Current experience points
- 3 Experience points needed to level up
- 4 Character health
- 5 Character's stats (Pg. 19)
- 6 Current skill points (Pg. 32)
- 7 Progress to next level

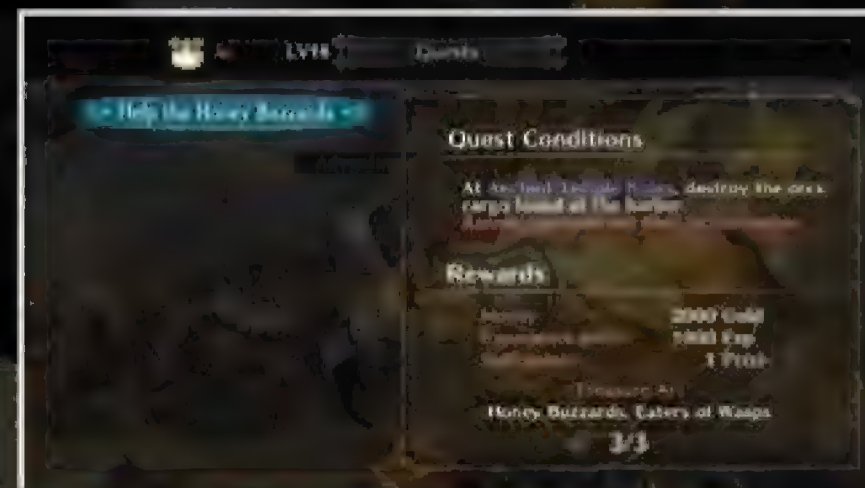
As you accumulate experience points and level up, your character's stats will increase and you will earn skill points. Use these skill points to manage and customize your character's growth.

Attribute Descriptions

- ◆ **STR** - Strength. Influences damage of physical attacks and unarmed attacks.
- ◆ **INT** - Intelligence. Influences damage of magical attacks.
- ◆ **CON** - Constitution. Influences vulnerability to physical attacks.
- ◆ **MGR** - Magic Resistance. Influences vulnerability to magical attacks.
- ◆ **DEX** - Dexterity. Influences damage done when wielding weapons.
- ◆ **LUC** - Luck. Influences rate of critical attacks.

Check requests

You can check the requests you've currently accepted. You can accept and cancel requests at the Adventurers Guild.



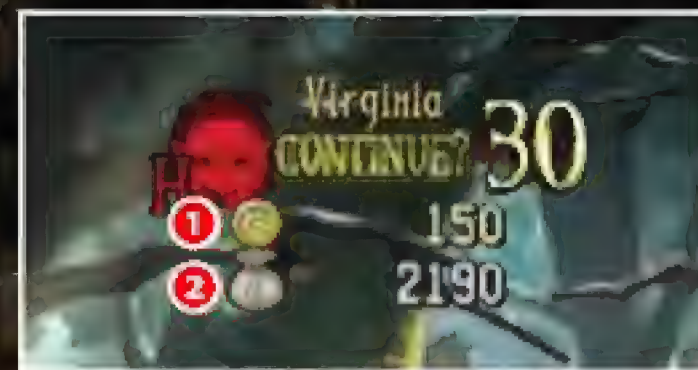
You can enter dungeons by going to the town's Gate or the Stables. Every dungeon has a boss at the end, and the mission ends when the boss has been defeated.

Fight as a Team

When playing in single-player mode, NPC characters will be your party mates. When playing in multiplayer, other human players can fill out your party. If you're in a dungeon and you have empty slots available, you may also have other characters join you midway.

Resurrecting and Continuing

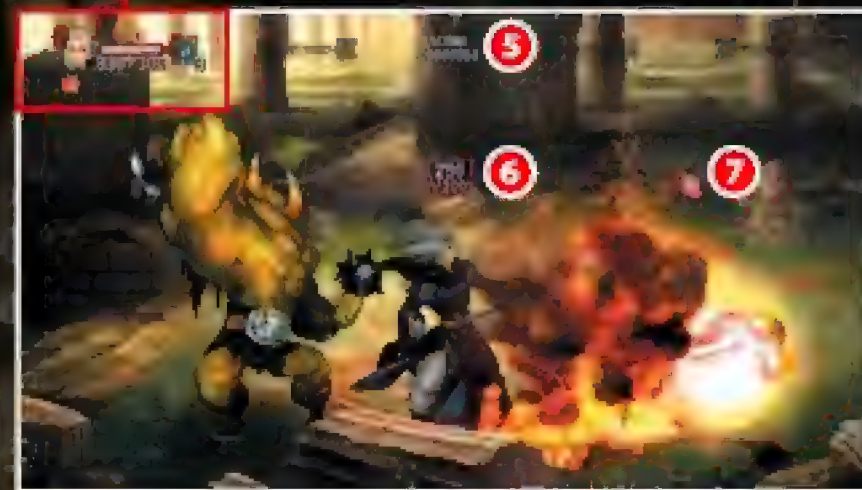
When a character's HP reaches 0, he or she becomes DEAD. If that character has any Life Points remaining, one will be consumed and the character will be resurrected. If you die and have no Life Points, you can press the X button to offer some of your gold to the goddesses in exchange for another life. If you would like to offer gold on behalf of another character who is dead, you must click or tap on that character's profile before the timer reaches 0.



- ① Gold needed to continue
- ② Total gold you have

Screen Details

- ❶ HP. Shown in "Current HP/Max HP" format. When this hits 0, you will perish!
- ❷ Life Points remaining.
- ❸ Item slot. Press ↓ on the directional pad to use the selected item.
- ❹ Number of foodstuffs you have.
- ❺ Current score. Picking up trinkets and valuables like jewels and silverware will add to your score. Your score is converted to EXP once you return home from the dungeon.
- ❻ Remaining MP for Wizards and Sorceresses, and remaining arrows for Elves. White is the current value and red is the maximum value.
- ❼ Finger Cursor. Move it with the right stick or touch screen to look for valuables, or to order Rannie to unlock doors and treasure chests.

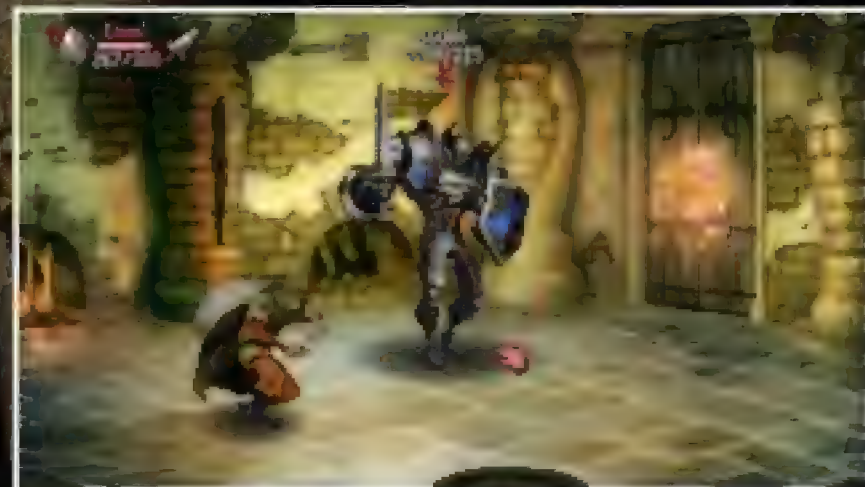


Objects in the dungeons

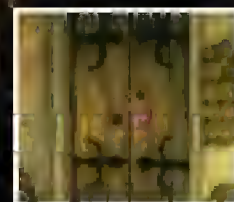
You can find a panoply of different baubles in the dungeons. Move the Finger Cursor with the right stick and tap sparkling points on the screen by pressing the **L** button. You can also control the cursor directly by touching the screen.

Giving Rannie Orders

When the Finger Cursor is placed over a treasure box or door, it will change into a key. When you press the **L** Button, Rannie the Rogue will open it for you.



Treasure
box



Door

There are also runes (Pg. 31) strewn about the dungeons that have a number of benefits, so use the Finger Cursor to inspect anything that looks suspicious.

Adventure Results

When you have completed a mission, the Results Screen will be displayed. On the Results Screen, you can view the score you obtained during the mission plus any bonuses for your total score. A percentage of this score is converted into experience points for your character. Your treasure ranks will also be shown here.

[Continue Adventure]

At a certain point in your adventure, you can continue your missions without having to return to town. If you continue without going back to town, you will get bonuses that will be reflected in the next mission.



Appraising spoils

You can appraise, sell, or take your spoils. Items that have their names shown as ???????? can be appraised by paying the appraisal fee. You can also sell them without appraising them.

◆ Appraise

Choose an item from the spoils list and press the **X** button to pay the fee and appraise it.

◆ Obtain

Choose an item from the spoils list and press the **□** button to take the item and place it in your inventory. You can also “Take all spoils and quit” to take all items and leave this menu.

◆ Sell

Choose an item from the spoils list and press the **△** button to sell that item. You can also “Sell and quit” to sell all the items currently on the list.



This is your main base of operations. Here is where you will be creating your party as well as saving your game.

Select characters to include in your party and create new characters (Pg. 13). If you already have characters created, press the Δ button to edit them, \square to delete, and SELECT to sort them.



Choosing Allies

Create a party by adding NPCs to your team. Choose a slot and press the **X** button to select an ally. Press **△** to select whether or not to allow other characters to join you while progressing through the dungeon, **□** to remove an ally, and the **R** button to change the party order.

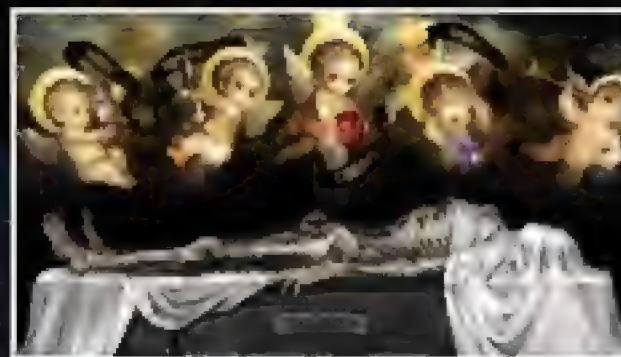


Create Allies

Add NPCs to your roster by picking up bones in the dungeons and resurrecting them in Canaan Temple.



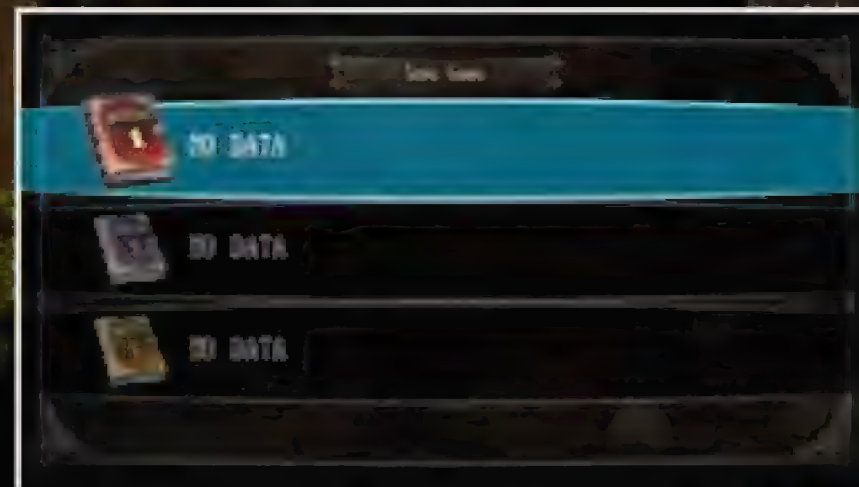
Find the bones of deceased adventurers and bring them back to town after completing the dungeon.



Resurrect adventurer remains at Canaan Temple.

Report Adventures

Save your game. Choose a file to save to and press the X button to confirm. The game will be automatically saved when you return to town from an adventure.



Tutorial

Practice with your current character.

Return to Title

Quit playing and return to the title screen. Any unsaved data will be lost, so be careful.



Canaan Temple

This temple performs many miracles for the benefit of adventurers.

Pray

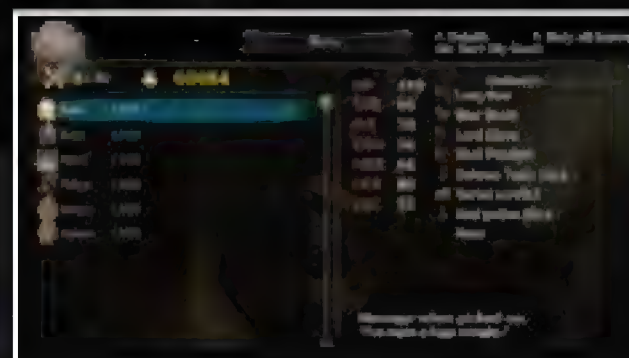
You can pray for blessings by offering some money in exchange for various effects within the dungeons. The number of things you can pray for will increase as you progress through the game.

Bury

Put the bones of deceased adventurers to rest. Choose a character and press the **X** button to bury them. Sometimes you will gain an item that the character had equipped.

Resurrect

Pay to resurrect adventurers from their skeletal remains. Choose the character you want to resurrect from the list and push the **X** button. You can view a character's details by pushing the **Δ** button.





Morgan's Magic Item Shop

Morgan will buy, sell, appraise, and repair items.

Buy items

Buy consumable items. There will be more items in the shop each time you return from an adventure. The number of uses is the number of times you can use the item in one adventure, and the restock amount is the pool that will be used to restock once you've returned from a dungeon.

Sell item

Sell items from your armory. Choose between items, weapons, shields, and accessories, and pick the item you'd like to sell.

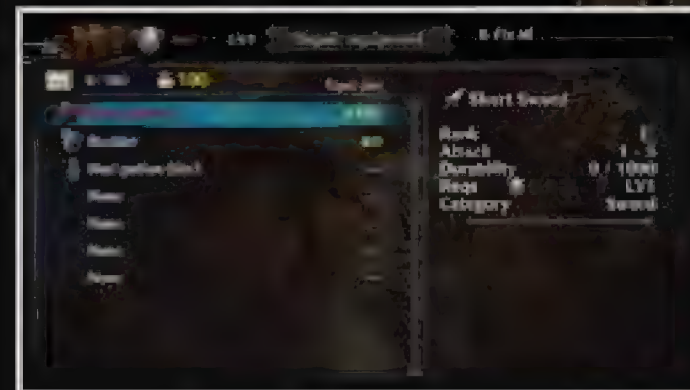


Appraise items

Appraise un-appraised items. Weapons/shields and accessories will be displayed by type, and before appraisal, all un-appraised items will be displayed as ????. Costs will differ based on the item.

Repair equipment

Repair your items and restore their durability. Choose an item to fix and push the **X** button. You can repair all items at once by pressing the **□** button.



All equippable items have a durability stat. The more you fight, the more durability will decrease. As an item's durability decreases, the item's performance weakens. Be sure to have your equipment repaired often.



Lucain's Tower

At Lucain's magical laboratory, you can buy magical items and view rune magic spells.

Buy items

You can buy magical items which have various effects. New items will appear every time you return from an adventure.

Rune Magic

View research records on rune magic. You can review all the rune combinations that have been revealed so far.





Adventurers Guild

You can learn new skills here, as well as accept quests from the Guildmaster.

Learn skills

Spend skill points to learn skills. Skills are divided into class-specific skills and skills common to all character types. You cannot learn skills for which you do not meet the requirements.

- ◆ **Class skill** – Skills specific to each class.
- ◆ **Common skill** – Support skills, such as increasing maximum HP.



Quests

Choose to accept new requests that have been submitted to the guild. Select a quest and push the **X** button to accept it. When you complete a quest and report it, you will be rewarded with money, experience points, skill points, and treasure art.



Gallery

You can view the illustrations you gained as rewards for completing quests. You can use the left stick to move the illustrations, the right stick to zoom in and out, and the **X** button to switch between displays.





Castle

Meet Hydeland's Royalty

During your adventures, the royals in the castle will occasionally have jobs that they need your assistance in completing.



Gate

The Magical Travel Method

This gate allows for instantaneous travel from Hydeland to the dungeon areas. In the beginning, you can choose your destination, but nobody truly knows how it works... Sometimes it may not function properly.



Stables

The Alternative Travel Method

These stables will also allow you to get to the dungeons. It will cost money, but you will be able to choose your destination. This is useful for situations when the Gate is not a safe method of travel.



In the map selection screen, choose your destination using the left stick or directional buttons. You can also push the **O** button to speed up the animation, and the **START** button to return to town.

Multíplayer

35

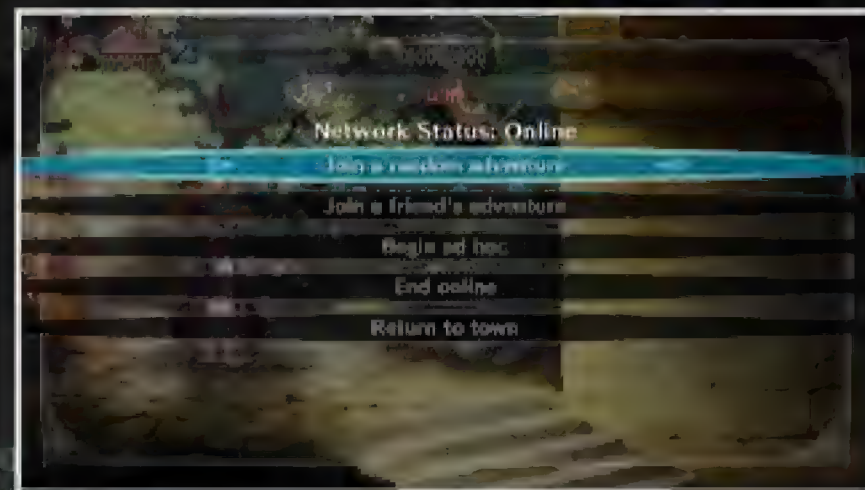
Once you have reached a certain point in the game, you can either allow other players to join you on your quests, or join other players' games. You can play Dragon's Crown with your friends locally via an ad hoc connection, or connect to the network to play with other players online.

Ad hoc multiplayer

You can play multiplayer using an ad hoc connection with other PlayStation®Vitas. To connect via ad hoc, go to the Gate or Stables and push the START button to open the network menu. Select "Begin ad hoc". After activating, select the player you wish to play with through the "Participate in room" option.

Online Multiplayer

Connect to the network and play with adventurers from around the world. You can easily create a party through random matching.



Using Online Matchmaking

When you are able to play with other players, press the START button at the Gate or Stables to open the Network Menu. Select "Begin online". Once you have joined the network, you can choose "Join a random adventure" to automatically be matched to the best existing rooms. Choose "Join a friend's adventure" to display a list of friends you have registered on the PlayStation®Network and join a game with available players on that list. Additionally, when you have an empty slot in your party and are connected to the network, other players may join you or you may be matched to a different room.

*About the network

To connect to the network, you must sign up and have an account on PSN. For more info about the PlayStation®Network, read the PlayStation®Vita User's Guide (<http://manuals.playstation.net/document/>)

Items

37

Here we will introduce some basic items that will be indispensable during your adventure.

Heal
Potion

Restores HP



S
30% of
max HP



M
50% of
max HP



L
70% of
max HP

Invigorating
Dram

Regenerates HP



S
30 sec.



M
60 sec.



L
120 sec.

Resist
Brew

Wards off status ailments



S
20 sec.



M
40 sec.



L
60 sec.

Liquid
Luck

Item drop rate will
be increased



S
60 sec.



M
180 sec.



L
300 sec.

Strong Draught

Increases damage dealt



S

30 sec.



M

60 sec.



L

120 sec.

Defense Tonic

Reduces damage taken



S

30 sec.



M

60 sec.



L

120 sec.

Blood of the Ogre

Boosts knockback ability



S

20 sec.



M

40 sec.



L

60 sec.

Stalwart Spirits

Grants immunity to knockback



S

20 sec.



M

40 sec.



L

60 sec.

Explosive

Causes an explosion when hurled



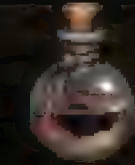
S

Small



M

Medium



L

Large

Shoots
fireballs



Fire ring
Damage - small



Flame ring
Damage - medium



Blaze ring
Damage - large

Forms
ice pillars



Ice ring
Damage - small



Frost ring
Damage - medium



Glacial ring
Damage - large

Shoots a bolt
of lightning



Bolt ring
Damage - small

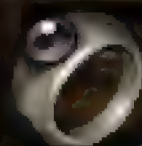


Storm ring
Damage - medium



Electric ring
Damage - large

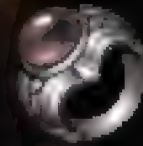
Emits a
poison cloud



Poison ring
Damage - small



Venom ring
Damage - medium



Toxic ring
Damage - large

Restores
allies' HP



Heal ring
Restoration - small



Emergency ring
Restoration - medium



Miracle ring
Restoration - large

**Meteorite Scroll**

Fireballs rain down from heaven

**Acid Scroll**

Disgorges a spray of acid

**Blizzard Scroll**

Unleashes a flurry of ice attacks

**Rebirth Scroll**

Raises all allies from the dead,
and restores the party to full HP

**Vortex Scroll**

Summons a slashing tornado

**Elixir**

Restores all HP and grants
temporary invulnerability



Limited Warranty

ATLUS, at its sole option, will refund, repair or replace at no charge any defective ATLUS products within ninety (90) days of purchase with proof of purchase date, so long as the defect is not caused by misuse and neglect of the purchaser. EXCEPT FOR THE FOREGOING LIMITED WARRANTY, ALL EXPRESS, IMPLIED AND STATUTORY WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT OF PROPRIETARY RIGHTS, ARE EXPRESSLY DISCLAIMED. ATLUS SHALL NOT BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, CONSEQUENTIAL OR OTHER DAMAGES, EVEN IF DAMAGES RESULT FROM THE USE OF ATLUS PRODUCTS IN ACCORDANCE WITH ATLUS MANUAL INSTRUCTIONS. IN SOME JURISDICTIONS, SOME OF THE FOREGOING WARRANTY DISCLAIMERS OR DAMAGE LIMITATIONS MAY NOT APPLY.



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WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

PRECAUTIONS FOR USE

Keep the PlayStation®Vita game card out of the reach of small children to help prevent accidental swallowing.

This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.

- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.



PRECAUTIONS FOR USE



Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

The data on the game card may be lost or corrupted in the following situations:

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.

FCC & IC NOTICE – PART 1

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
 - (2) this device must accept any interference received, including interference that may cause undesired operation
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

FCC & IC NOTICE – PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

Software licensed for play on PlayStation®Vita systems in the Americas. Use of the PlayStation®Network is subject to applicable user agreements and privacy policies found at:

www.us.playstation.com/support/useragreements

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